

MINUTES CITY OF COVINGTON ARTS COMMISSION MEETING

Thursday, June 9, 2016

City Hall, Large Conference Room 16720 SE 271st Street, Suite 100, Covington

CALL TO ORDER

Lesli Cohan called the meeting to order at 6:30.

MEMBERS PRESENT

Lesli Cohan, Jennifer Harjehausen, Gini Cook, and Leslie Spero. Ed White was on vacation.

CITY STAFF PRESENT

Pat Patterson, Recreation Manager

APROVAL OF AGENDA

Motion was made to approve agenda by Lesli, seconded by Leslie; all approved.

APPROVAL OF CONSENT AGENDA

Motion was made to approve consent agenda by Leslie, seconded by Lesli; all approved.

CONTINUED BUSINESS

- Skate Park: Leslie reported that she had talked with artist Aaron Lui-Kwan and that he is excited about the prospect of doing art at the Skate Park. He'll be sending some sketches. He suggested a combination brush/spray paint with a sealer. Timeframe is August. Ed will be researching sealants. Leslie was going to put together the proposal for City Council approval, including samples and costs. Pat will see about getting on their agenda for 7/12 meeting.
- Covington Days: Pat showed us the site plan, including extended booth space, and
 mentioned that Parks would like to share some of our space which will be the same
 location as last year, beneath Valley Med's entry portico. Group agreed that having
 donated art for sale with proceeds going to the Arts Fund was too good an opportunity to
 pass up. Pat will ask city employees/commissioners if they have pieces they would like to
 donate.

NEW BUSINESS

• Arts Funding: PrePac is going to make a recommendation to the City to include a dollar amount per citizen in the funding plan. The Pros Plan does not address arts at all.

• Rotating Art: Group reviewed submissions for the rotating art exhibit and selected 5 artists for the months of July, August, September, November & December.

CITIZEN/COMMISSIONER/STAFF COMMENTS

None

FUTURE AGENDA TOPICS

None

GROUP MEMORY

Group Memory was approved by all Commission members.

ADJOURN

Meeting adjourned at 8:40.